

Project Title	Funding	Strategic Plan Objective	Institution
Enhancing Augmentative and Alternative Communication Speed and Accuracy	\$899,985	Q4.L.D	Speak Agent
I-CONNECT PLUS: Enhancing Community Participation for Adolescents and Adults with ASD Using Online Instruction, Coaching, and Accessible Self-Management Technologies	\$467,313	Q4.L.D	University of Kansas
Virtual reality applications for the study of attention and learning in children with autism and ADHD	\$399,277	Q4.L.D	University of California, Davis
Adaptive Response Technology for Autism Spectrum Disorders Intervention	\$377,082	Q4.Other	Vanderbilt University
V-Motive: System for Comprehensive Therapy-Integrated Video Modeling	\$349,009	Q4.Other	EXPERIAD, LLC
Comparative Efficacy of a Self-directed and Therapist-assisted Telehealth Parent Training Intervention for Children with ASD	\$299,623	Q4.L.D	MICHIGAN STATE UNIVERSITY
Home-based system for biobehavioral recording of individuals with autism	\$291,480	Q4.Other	Northeastern University
Wireless EEG System for Training Attention and Eye Movement in ASD	\$256,065	Q4.Other	University of California, San Diego
Gaze Modification Strategies for Toddlers with ASD	\$249,750	Q4.Other	Yale University
NIH R21/R33: Transformative Co-Robotic Technology for Autism Intervention	\$228,848	Q4.Other	Vanderbilt University
NRI: Music-based Interactive Robotic Orchestration for Children with ASD	\$228,552	Q4.Other	NEW YORK INST OF TECHNOLOGY
Development of a novel neurotechnology to promote emotion recognition in autism	\$225,262	Q4.Other	VIRGINIA POLYTECHNIC INST AND ST UNIV
A Comprehensive Tool Supporting Social and Emotional Learning Instruction for Students with High-Functioning Autism Spectrum Disorder	\$149,997	Q4.L.D	3-C Institute for Social Development
SBIR Phase I: Say What I Feel	\$149,964	Q4.S.G	iTherapy LLC
CAREER: Combining Crowdsourcing and Computational Creativity to Enable Narrative Generation for Education, Training, and Healthcare	\$104,537	Q4.Other	Georgia Tech Research Corporation
Clinical testing of a therapeutic video game, EVO	\$100,000	Q4.Other	Akili Interactive Labs
Intensity and Learning Outcomes in the Treatment of Children with Autism Spectrum Disorder	\$90,860	Q4.Other	Center for Autism and Related Disorders (CARD)
Developing an Automated Emotion Training System	\$74,163	Q4.Other	VIRGINIA POLYTECHNIC INST AND ST UNIV
Neural Basis of Response to Virtual Reality Social Cognition Training in Adults with ASD	\$59,900	Q4.S.F	Yale University
An Evaluation of the Impact of Supervision Intensity, Supervisor Qualifications, and Caseload on Outcomes in the Treatment of Autism Spectrum Disorder	\$57,000	Q4.Other	Center for Autism and Related Disorders (CARD)
An Evaluation of a Mobile Application Designed to Teach Receptive Language Skills to Children with Autism Spectrum Disorder	\$56,700	Q4.Other	Center for Autism and Related Disorders (CARD)

Project Title	Funding	Strategic Plan Objective	Institution
evaluation of effects of intensity and duration on outcomes across treatment domains for children with autism spectrum disorder	\$45,100	Q4.Other	Center for Autism and Related Disorders (CARD)
Online and In Person Parent Education/Support for Families of Children with ASD and Insomnia	\$20,000	Q4.S.H	UMKC Office of Research Services
Let's Face It! 2.0: Training the dynamics of facial expressions for children with ASD	\$15,086	Q4.Other	University of Victoria
Using eLearning to train educational staff to implement paired-choice preference assessments	\$12,000	Q4.S.C	Center for Autism and Related Disorders (CARD)
A video modeling approach to teach abduction prevention skills	\$5,335	Q4.S.C	New England Center for Children (NECC)
EAGER: Studying Emotional Responses of Children with Autism in Interaction with Facially Expressive Social Robots	\$0	Q4.Other	University of Colorado, Denver
Individualized Adaptive Robot-Mediated Intervention Architecture for Autism	\$0	Q4.Other	Vanderbilt University
HCC-Medium: Personalized socially-assistive human-robot interaction: Applications to autism spectrum disorder	\$0	Q4.Other	University of Southern California
Evaluation of synchronous online parent skill training	\$0	Q4.L.D	The Research Foundation of the State University of New York
Effectiveness of a virtual coach application in social skills training for teens with ASD	\$0	Q4.L.D	University of California, Los Angeles
An experimental evaluation of matrix training to teach graphic symbol combinations in severe autism	\$0	Q4.S.G	Purdue University
Enhancing Augmentative and Alternative Communication Rates in pre-K Through 6	\$0	Q4.L.D	Speak Agent
Dynamic E-Learning to Improve Postsecondary Transition Outcomes for Secondary Students with High Functioning Autism	\$0	Q4.L.D	3-C Institute for Social Development
iSKILLS : The audio/video guidance repository for life skills	\$0	Q4.L.D	University of Georgia
Phase 2: Animated Visual Support for Social Support (AViSSS); An interactive virtual experience for social skill development	\$0	Q4.Other	University of Kansas
A non-interactive method for teaching noun and verb meanings to young children with ASD	\$0	Q4.Other	Boston University

